

IN THE CLAIMS:

The following listing of claims will replace all prior listings of claims in the application:

1. (Previously Presented): A computer-implemented method for performing an operation on a set of graphical components in a computer-aided design (CAD) application executing on a computer system, the method comprising the steps of:
 - detecting that a statement includes:
 - an operation identifier that specifies said operation,
 - pattern matching criteria, and
 - an attribute identifier that identifies an attribute; and
 - executing said statement by
 - identifying said set of graphical components associated with identifiers that satisfy said pattern matching criteria, wherein said set of graphical components includes at least two graphical components,
 - performing said operation on said attribute of each graphical component in said set of graphical components that satisfy said pattern matching criteria,
 - generating a frame within an animation by altering state information corresponding to each graphical component in said set of graphical components, and
 - displaying said frame on a display device or storing said frame in a memory.
2. (Original): The method of Claim 1, wherein said statement includes a first string of characters that contains at least one wild card character and that specifies said pattern matching criteria.
3. (Original): The method of Claim 2, wherein said first string is part of a second string of characters, wherein said second string of characters includes said attribute identifier and is in a format that conforms to object-dot notation.
4. (Cancelled)

5. (Original): The method of Claim 1, wherein said statement is written in a scripting language and the step of detecting is performed by a script processor.
6. (Cancelled)
7. (Original): The method of Claim 1, wherein step of detecting that a statement contains pattern matching criteria includes detecting that the statement contains pattern matching criteria for a hierarchical identifier.
8. (Previously Presented): A computer-implemented method for performing an operation on collections of graphical components in a computer-aided design (CAD) application executing on a computer system, the method comprising the steps of:
 - detecting that a statement includes:
 - an operation identifier that specifies said operation,
 - an identifier that is associated with a collection of graphical components,
 - and
 - an attribute identifier that identifies an attribute of a member graphical component of said collection of graphical components; and
 - executing said statement by
 - identifying member graphical components of said collection of graphical components, wherein said collection of graphical components includes at least two graphical components,
 - performing said operation on said attribute of each graphical component of said identified member graphical components,
 - generating a frame within an animation by altering state information corresponding to each graphical component of said identified member graphical components, and
 - displaying said frame on a display device or storing said frame in a memory.
9. (Previously Presented): The method of Claim 8, wherein said collection of graphical components is an array.

10. (Previously Presented): The method of Claim 8, wherein said collection of graphical components includes all instances of a native type of graphical components managed by a CAD system.

11. (Original): The method of Claim 10, wherein said native type is a map type of graphical components, wherein a map type defines a surface.

12. (Previously Presented): A computer-readable storage medium storing one or more sequences of one or more instructions that, when executed by one or more processors, cause a computer system to execute an operation on a set of graphical components, by performing the steps of:

detecting that a statement includes:

an operation identifier that specifies said operation,

pattern matching criteria, and

an attribute identifier that identifies an attribute; and

executing said statement by

identifying all graphical components associated with identifiers that satisfy said pattern matching criteria, wherein at least two graphical components satisfy said pattern matching criteria,

performing said operation on said attribute of each of said graphical components that satisfy said pattern matching criteria,

generating a frame within an animation by altering state information corresponding to each graphical component in said set of graphical components, and

displaying said frame on a display device or storing said frame in a memory.

13. (Original): The computer-readable medium of Claim 12, wherein said statement includes a first string of characters that contains at least one wild card character and that specifies said pattern matching criteria.

14. (Original): The computer-readable medium of Claim 13, wherein said first string is part of a second string of characters, wherein said second string of characters includes said attribute identifier and is in a format that conforms to object-dot notation.

15. (Cancelled)

16. (Original): The computer-readable medium of Claim 12, said statement is written in a scripting language and the step of detecting is performed by a script processor.

17. (Cancelled)

18. (Previously Presented): A computer-readable storage medium storing one or more sequences of one or more instructions that, when executed by one or more processors, cause a computer system to execute an operation on collections of graphical components, by performing the steps of:

detecting that a statement includes:

an operation identifier that specifies said operation,

an identifier that is associated with a collection of graphical components,

and

an attribute identifier that identifies an attribute of a member object of said collection of graphical components; and

executing said statement by

identifying member graphical components of said collection of graphical components, wherein said collection of graphical components includes at least two graphical components,

performing said operation on said attribute of each graphical component of said identified member graphical components,

generating a frame within an animation by altering state information corresponding to each graphical component of said identified member graphical components, and

displaying said frame on a display device or storing said frame in a memory.

19. (Previously Presented): The computer-readable medium of Claim 18, wherein said collection of graphical components is an array.

20. (Previously Presented): The computer-readable medium of Claim 18, wherein said collection of graphical components includes all instances of a native type of graphical components managed by a CAD system.

21. (Previously Presented): The method of claim 1, further comprising the step of changing the value of another attribute, the other attributes not associated with the identifiers that satisfy said pattern matching criteria.

22. (Previously Presented): The method of claim 8, further comprising the step of changing the value of another attribute, the other attribute not associated with the attribute identifier.